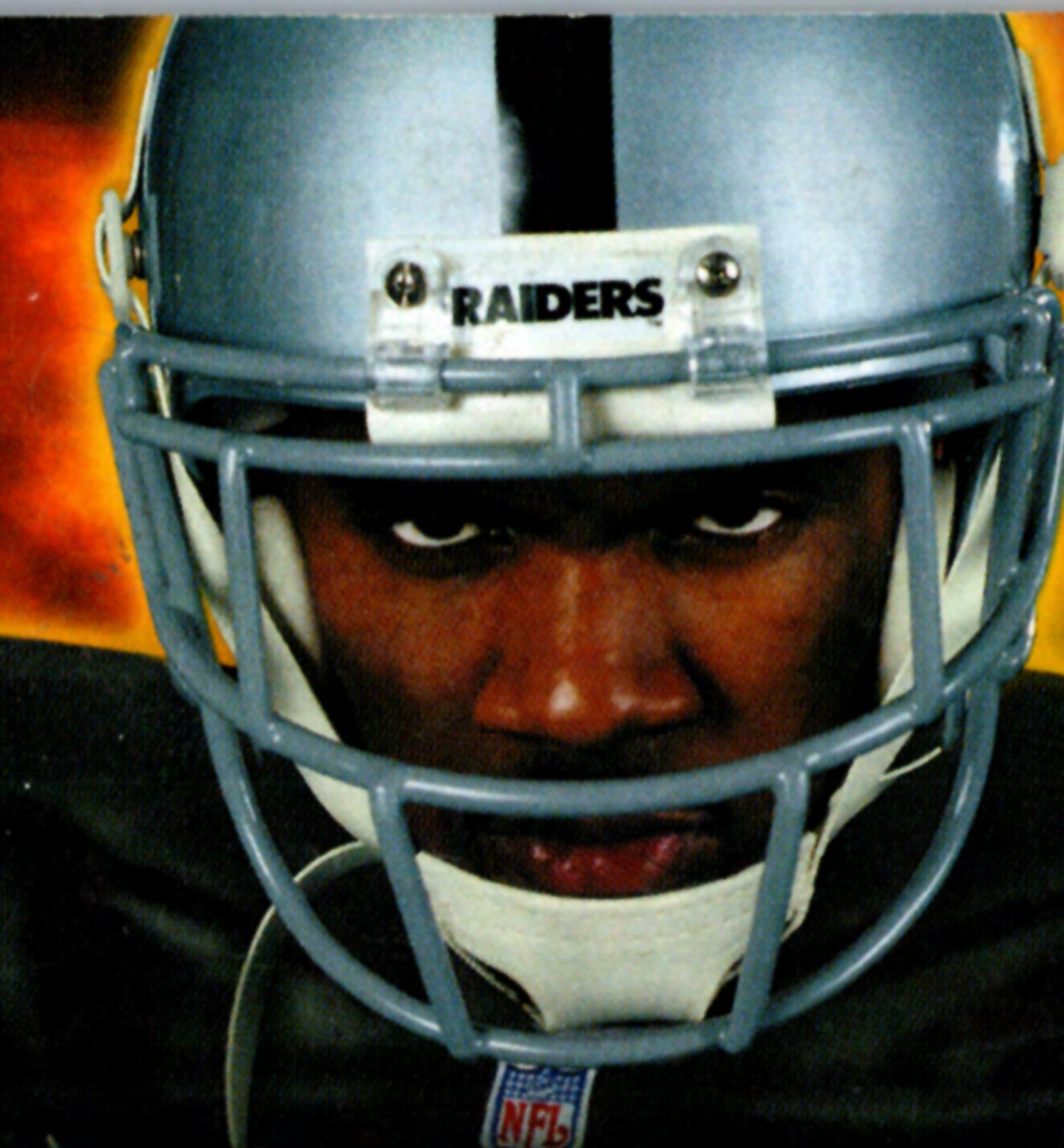


AGB-ABZE-USA

GAMEBOY ADVANCE

GAME BOY®



NFL **BIG HITZ**
-2002-

INSTRUCTION BOOKLET



MIDWAY

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
NO DESCRIPTOR

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

TABLE OF CONTENTS

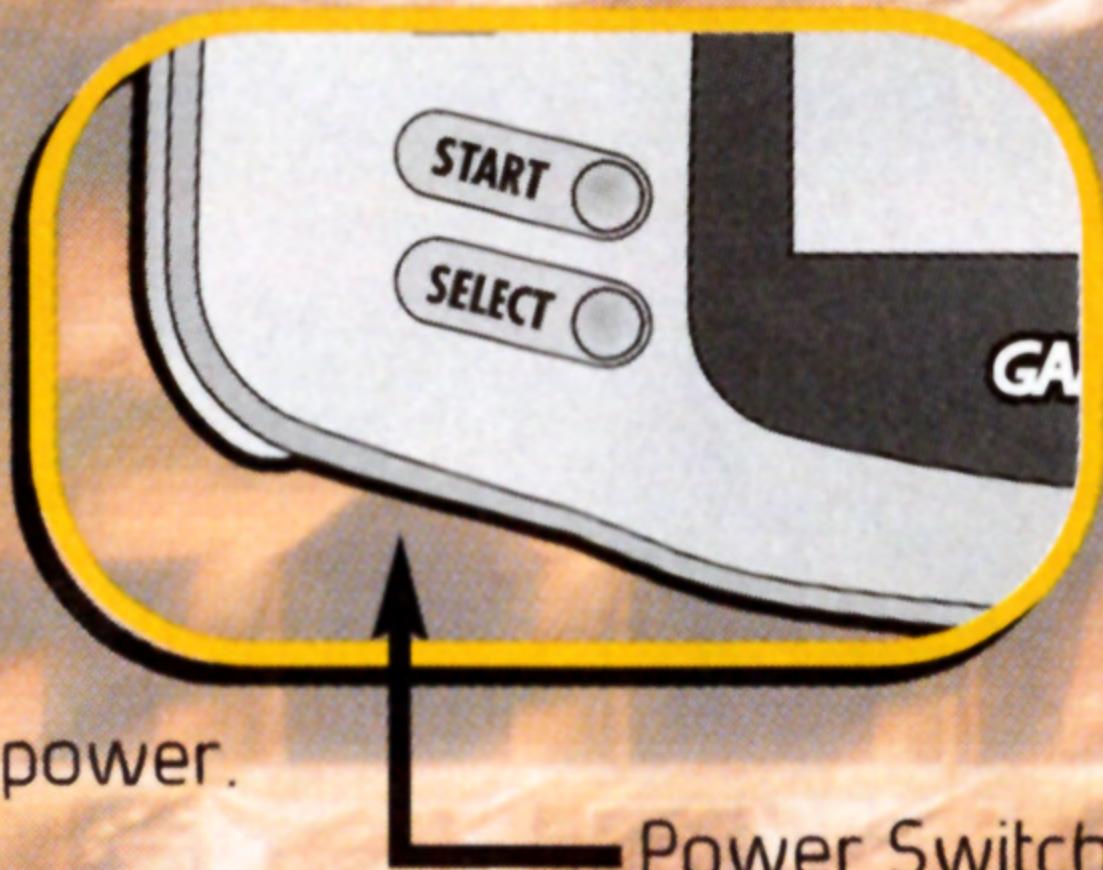
Getting Started	3
Game Controls	4
Main Menu	5 - 6
Playbook	7
Options	8
Team Selection	9
Play Selection	10
On the Field	11 - 14
Passwords	15
Hints & Tips	16
Credits	17 - 18
Warranty	20



GETTING STARTED

Please follow the instructions below before attempting to play this game.

- ★ Make sure the POWER switch is in the OFF position.
- ★ Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance, label facing AWAY from play side.
- ★ Slide the POWER switch to the ON position to turn ON the power.
- ★ Follow gameplay instructions throughout this manual.



MENU SELECTIONS

Press the **CONTROL PAD UP, DOWN, LEFT or RIGHT** to highlight menu items. To select menu options, press the **A BUTTON**. To return to a previous menu, press the **B BUTTON**.

GAME CONTROLS



* Line of Scrimmage

Controls	Behind the LOS*	Beyond the LOS*	Defense
A Button	Snap the Football & Pass	Dive	Diving Tackle
B Button	Select Receiver	Spin	Switch Defender
L Button	Turbo	Turbo	Turbo
R Button	—	Hurdle	—
R + A Button	—	Jump to Catch Ball	Intercept Pass/Block Pass
Control Pad	Move Ball Carrier	Move Ball Carrier	Move Defender
Start Button	Pause the Game	Pause the Game	Pause the Game

NOTE: See **HINTS & TIPS**, pg. 16, for any specialized controls not mentioned in the table above.

MAIN MENU

EXHIBITION

Select this option to view the **TEAM SELECTION SCREEN** (see pg. 9). Pick a team and play an exhibition game. No records will be kept, but this game mode is a good way to get the feel of the game.



SEASON LOAD

If you've already created a current NFL® Blitz® 20-02 season, you can load it by entering a saved password. You'll begin playing the next game on your schedule.

NEW

Choose a team at the **TEAM SELECTION SCREEN** (see pg. 9), and begin a full season as one team. You'll play a real NFL schedule of games, on your way to the NFL Blitz Championship game.

MINI GAMES

RULES

View some helpful **TIPS & HINTS** regarding the **PLAYBOOK** (see below), standard **GAMEPLAY** and the **KICKING** game. Once selected, press the **A BUTTON** repeatedly to cycle through the tips and hints. When you're finished with the Rules option, press the **B BUTTON** to return to the Mini Games Menu.

MAIN MENU

MINI GAMES (CONT.)

PLAYBOOK

See **PLAYBOOK**, pg. 7, for complete details on this option.

PRACTICE

UPRIGHTS - You'll select a location on the field (Left, Center or Right), as well as a distance (Short or Long). Once you're on the field, take a look at the wind-blown flag in the upper right portion of the screen, press the **CONTROL PAD LEFT** or **RIGHT** to aim your kick. To kick the ball, press the **A BUTTON** when the **POWER METER** reaches its peak. You can adjust your kicks as needed by aiming and kicking the ball with varying strength and direction.

4TH-N-GOAL - Before you play a game or start a new season, get on the practice field to hone your offensive skills. Pick a team, then run your favorite plays until you perfect your execution. You can run as many plays as you like, so take your time and get it right.

TRIVIA

You think you know NFL Football? Put your knowledge to the test with some Trivia. Answer a series of NFL-based questions as the clock ticks down, then check out your score. Good luck!

OPTIONS

See **OPTIONS**, pg. 8, for option descriptions.



PLAYBOOK



Select **PLAYBOOK** from the **MINI GAMES** menu to view the playbooks. There are four pages of plays for each team. Press the **CONTROL PAD LEFT** or **RIGHT** to cycle through the teams. Press the **L** or **R** **BUTTON** to cycle through the pages of plays. You'll notice that each team has a different set.

Press the **CONTROL PAD UP** and **DOWN** to highlight the plays within each teams' playbook. Study the plays, so you can choose quickly while playing a game. You'll want to be familiar with the plays, because you won't have all day to select a play during a game. During a game, a timer will limit the amount of time you have to select a play (see **PLAY SELECTION**, pg. 10, for details).

OPTIONS



DIFFICULTY

Press the **CONTROL PAD LEFT** or **RIGHT** to select **EASY**, **MED** (medium) or **HARD**. The game will adjust to make the game easier or harder to compete with.

QTR LENGTH

Choose the amount of time for your game's Quarters. Choose from 1, 2 or 3 minute quarters.

CLOCK

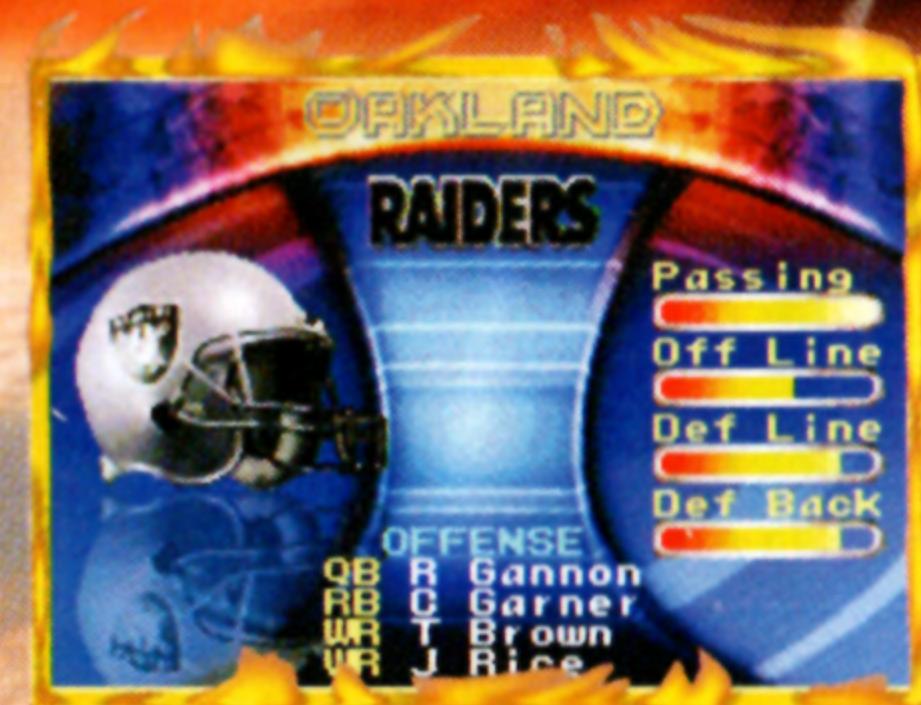
This controls how fast the time elapses during the game. Select from **NORMAL** or **FAST**. Once you're finished setting up your options, select **DONE** to return to the Main Menu.

DONE

Select this option to return to the Main Menu.

TEAM SELECTION

When you select **EXHIBITION** or **SEASON** mode, the Team Selection Screen will appear. Press the **CONTROL PAD LEFT** or **RIGHT** to view teams, then press the **A BUTTON** to select the team you want. Select **CHOOSE** to select a specific opponent or **RANDOM** to let the game do it for you.



ENTERING CODES

At the Pre-Game Screen, there are three icons at the bottom of the screen. You can change these icons to enter secret codes that give you power ups and modify default gameplay. To enter Codes, press the three gameplay buttons (**A**, **B** and **L BUTTONS**) to cycle through the different icons in each row.



When you enter a certain sequence and press the **R BUTTON**, you can activate the secret codes. If you enter a correct code correctly, you will hear a sound confirming that the correct code was entered. If you enter the code incorrectly, nothing will happen.

You can find secret codes in magazines, on the internet, with some experimentation on your part or simply ask your friends.

PLAY SELECTION



The Play Selection Screen appears automatically after the opening kick off. Press the **L** or **R BUTTON** to cycle through the pages of plays. Press the **CONTROL PAD UP** and **DOWN** to highlight a play within the playbook (see **PLAYBOOK**, pg. 7), then press the **A BUTTON** to select it.

Make sure you select your play quickly, because you only have 9 seconds to make your choice. If you don't make your selection before time runs out, the play you have highlighted will be the play selected.

ON THE FIELD

During the game, the current Quarter, Game Time and Score will be displayed in the upper-left portion of the screen. It will disappear just before play begins. As you play, the player you're controlling will have an "X" beneath his feet.

NOTE: Before the snap, press the **L BUTTON** or **R BUTTON** to view the field.

ON OFFENSE MAN IN MOTION

Before the ball is snapped, you can move a receiver to the left and right in order to confuse the defense. Press and hold **LEFT** or **RIGHT** on the **CONTROL PAD** to make the receiver run. When you are ready to snap the ball, press the **A BUTTON**.

PASSING THE BALL

After the ball is snapped, press the **B BUTTON** to select your receivers. Keep pressing the **B BUTTON** until the desired receiver's colored arrow appears along the top of the screen. Press the **A BUTTON** after you find your receiver to pass the ball to him.

TURBO

Press and hold the **L BUTTON** to activate your Turbo. When the Turbo Meter on the right diminishes, release the **L BUTTON** and the meter will begin to recharge.



ON THE FIELD

ON FIRE

Catching on fire in NFL Blitz 2002 is the best way to dominate your opponent. When you are "On Fire", your player has super strength and unlimited turbo. On **OFFENSE**, you can catch fire by successfully completing 3 passes to the same receiver. If you are on **DEFENSE**, you must cause the opposing team to lose yardage twice in a row.

KICKING FIELD GOALS

If you are attempting a Field Goal during a game, select **FIELD GOAL** from your playbook and press the **A BUTTON**. You can only choose to attempt a Field Goal on any down in the last seconds of the 2nd and 4th Quarter. A meter on the left side of the screen rises and falls while you wait to snap the ball.

To make your field goal attempt, first take a look at the wind-blown flag in the upper right portion of the screen, press the **CONTROL PAD LEFT** or **RIGHT** to aim your kick accordingly.

To kick the ball, press the **A BUTTON** when the **POWER METER** is fully colored (or partially, depending on the distance of the kick). Remember, you can adjust your kicks as needed by aiming and kicking the ball with varying strength and direction. Just don't forget to take the wind into account.



ON THE FIELD

ON DEFENSE

CHANGING PLAYERS

During a play or before the play begins, you can switch your defensive player by pressing **B BUTTON**.

TACKLING

To tackle the ball carrier, simply position your player to make contact with the ball carrier. You can tackle by pressing the **A BUTTON** when you are close to the ball carrier.

TURBO

Defensive players can use their Turbo as well. Remember to watch that meter closely!

ON THE FIELD



PAUSING THE GAME

While you play, you may have to pause the game. If you have to pause it, press **START** at any time when looking at the playing field. The Pause Menu will appear and give you the ability to **ABORT** the game, or **RESUME** play.

When you **ABORT** a Season game in progress, be sure you want to quit. Passwords are only given after a completed season game. You cannot save a game in progress.

PASSWORDS



Passwords are used to load saved seasons. The Password Screen consists of 9 spaces to fill with letters or numbers. Move the cursor (by pressing the **CONTROL PAD** in the desired direction) over the letter or number you want to enter.

Next, press the **A BUTTON** to enter it. When you are finished, highlight **OK** and press the **A BUTTON**. If your password is a valid one, you will access your saved Season Mode game. If the password is an invalid one, the words "NO GOOD" will be heard. Use the **L BUTTON** and **R BUTTON** to move forward or backwards on your password. Once correctly entered, your password will return you to your saved season.

HINTS & TIPS

STIFF ARM

As you're running with the ball, press the **L BUTTON + B BUTTON** to perform a **STIFF ARM**.

DIVING FOR EXTRA YARDS

Sometimes you just know you're going to get tackled. Try pressing the **A BUTTON** to dive and gain extra yards. It's also a good way to avoid a tackle and soar past the goal line for a touchdown.

POWERFUL DIVING TACKLE

When on defense, try jarring the ball lose from the ball carrier by pressing the **L BUTTON + A BUTTON**.

PLAYOFFS

You'll need at least nine wins in Season Mode if you hope to make the playoffs. Remember, if you lose one playoff game, your team is out.

SELECTING RECEIVERS

By pressing the **B BUTTON**, you can select your receivers before the play starts by selecting the appropriate colored arrow.

THE POWER OF PASSWORDS

Following each Season game, a password will be displayed. Write it down so you can return to your Season at a later date. See **PASSWORDS**, previous page, for more details.

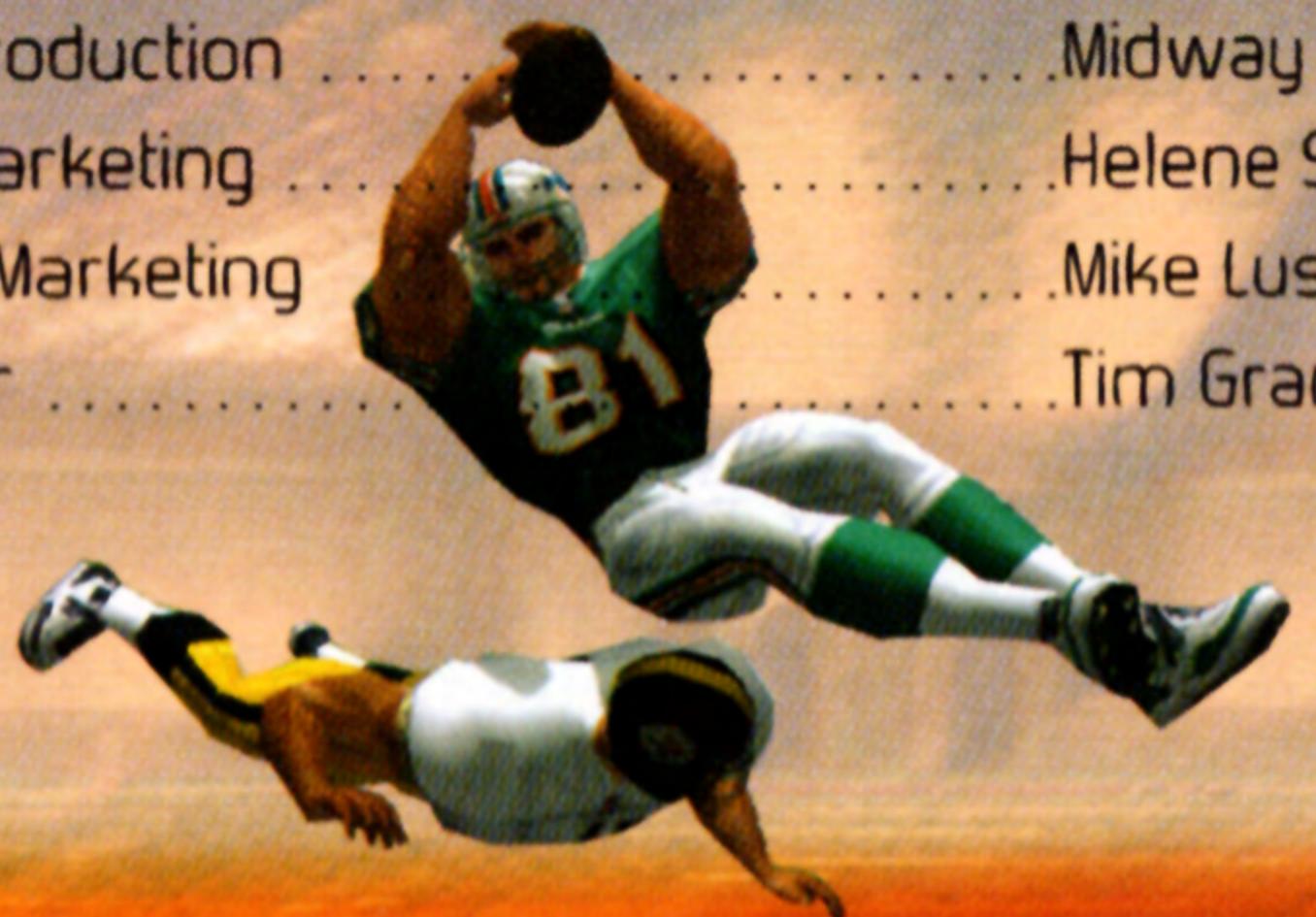
FUMBLE PREVENTION

Fumbles tend to occur more often when you perform too many moves while running with the ball or when Turbo is depleted, so budget your Turbo usage.

CREDITS

MIDWAY HOME ENTERTAINMENT

Producer	David Brooks
Associate Producer	Ed Duran
Assistant Producer	Sheila Julaton
Technical Director	Paul LeFevre
Test Manager	Rob Sablan
Test Supervisor	John Ubalde
Techical Standards Analysts	Ronald Salleza & Zak McClendon
Lead Product Analyst	Nico Bihary
Product Analysts	Tony Drake, Adam Jones, Jason Jorgenson, John Kaiser III & Nick Rodney
Print Design & Production	Midway Creative Services, San Diego
Vice President Marketing	Helene Sheeler
Director, Sports Marketing	Mike Lustenberger
Product Manager	Tim Granich



CREDITS

MIDWAY HOME ENTERTAINMENT (CONT.)

Special Thanks to Charles Woodson
..... to Gregg Sauter & Tim Langley - NFLP
..... to LaShun Lawson, Seth Wyman & Angela Manolakas - PLAYERS INC
..... to Darren Stubbington, Mike Abbot, Serena Chan, Sara Bailey,
Mark Beaumont, David Greenspan, Deborah Fulton, Don Knapp,
Rob Gustafson, Jason Shigenaka & Jeffrey Lamug Tamayo
for Photos of Charles Woodson - Credited to Bob Riha, Jr.

Extra Special Thanks to Mark Turmell and the entire Chicago NFL Blitz 20-02 Team

OUTLOOK ENTERTAINMENT, INC.

Producer Kevin Mitchell
Associate Producer Robert Prescott
Lead Programmer Brad Waterman
Programmers Russ Prince III, Brandon Patterson & Andy Wilton
Lead Artist Patrick Griffith
Additional Graphics Florence Pirotais
MIDI Chris Kelly



IT'S

CLASSIC BOXERS!

**4
GAME MODES!**

**ONE
MAIN EVENT!**

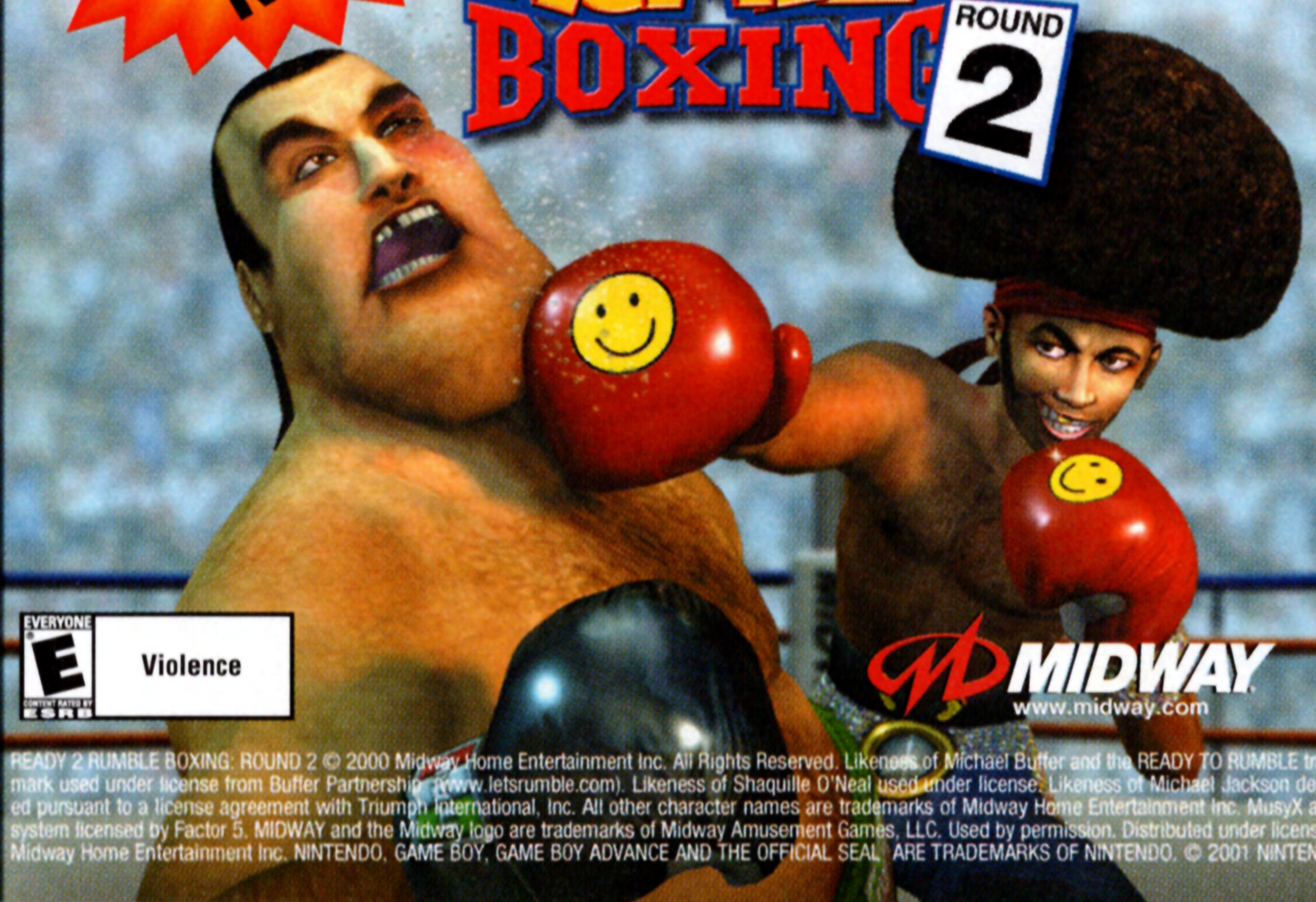


**IT'S RUMBLE TIME ON
GAME BOY ADVANCE**

**Available
Now**

**READY
2
RUMBLE
BOXING**

**ROUND
2**



Violence

MIDWAY
www.midway.com

READY 2 RUMBLE BOXING: ROUND 2 © 2000 Midway Home Entertainment Inc. All Rights Reserved. Likeness of Michael Buffer and the READY TO RUMBLE trademark used under license from Buffer Partnership (www.letsrumble.com). Likeness of Shaquille O'Neal used under license. Likeness of Michael Jackson depicted pursuant to a license agreement with Triumph International, Inc. All other character names are trademarks of Midway Home Entertainment Inc. MusyX audio system licensed by Factor 5. MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE** Midway Home Entertainment Inc. **ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE.** IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
(903) 874-5092
www.midway.com



NFL® BLITZ® 20-02 © 2001
Midway Amusement Games,
LLC. All rights reserved. BLITZ,
MIDWAY and the Midway logos
are trademarks of Midway
Amusement Games, LLC. Used
by permission. © 2001 NFLP.

Team names and logos are
trademarks of the teams
indicated. All other (NFL-related
marks) are trademarks of the
National Football League.

Officially Licensed Product of
PLAYERS INC. The PLAYERS INC
logo is a registered trademark
of the NFL players.

www.nflplayers.com © 2001

PLAYERS INC. Used by
permission. Converted by
Outlook Entertainment, Inc.
Distributed under license by
Midway Home Entertainment Inc.

 **MIDWAY**
www.midway.com

MIDWAY HOME ENTERTAINMENT
P.O. Box 2097
Corsicana, TX 75151-2097

RAIDERS

PRINTED IN JAPAN